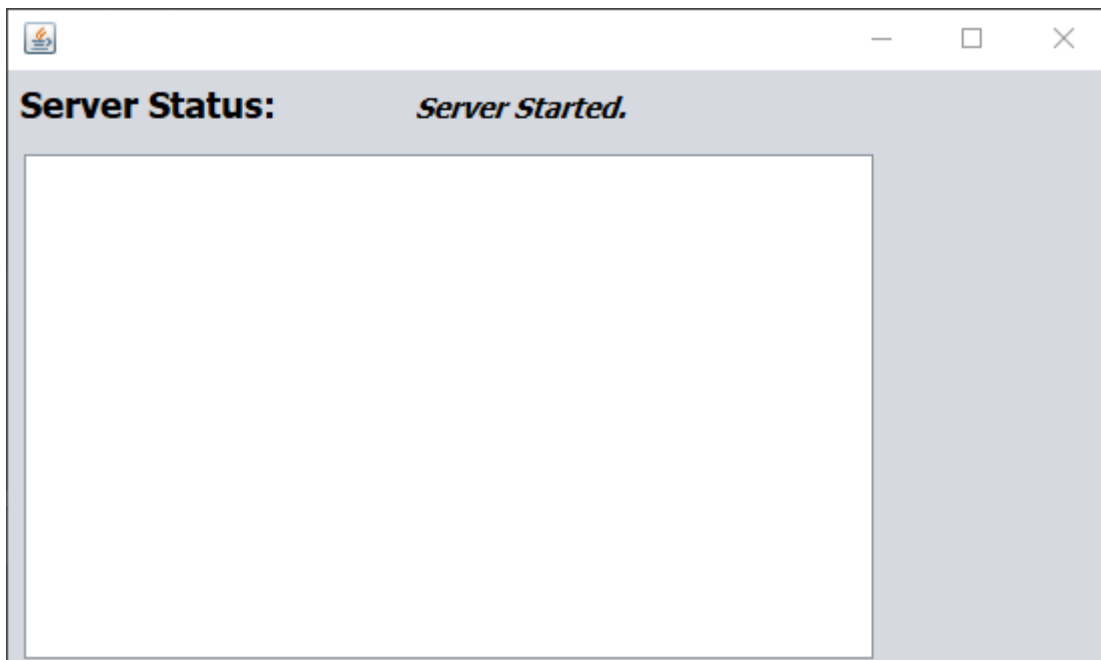


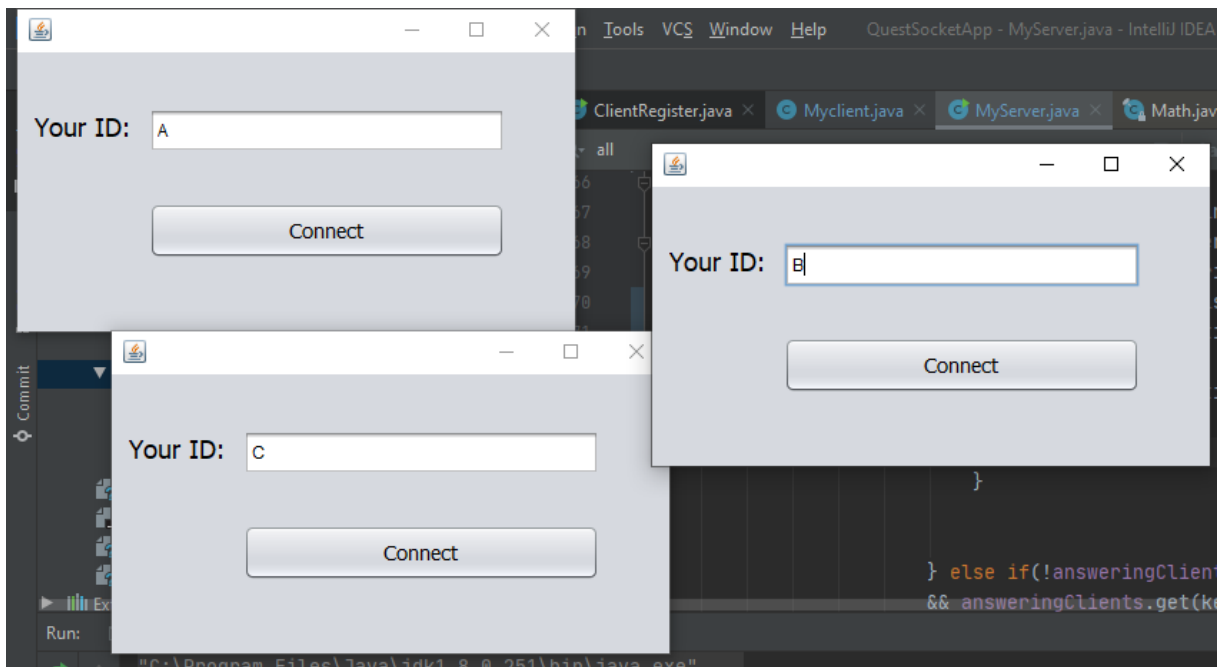
## How to run the quiz sockets App :

First – run the MyServer class



Then run the ClientRegister class :

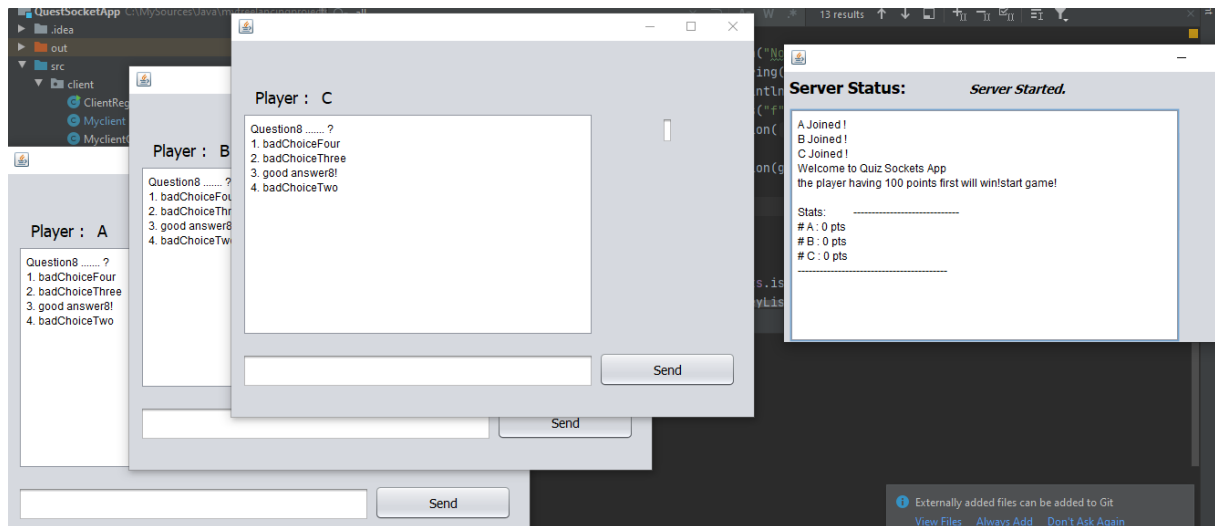
It will be create three clients(players) with those windows, name the players like :



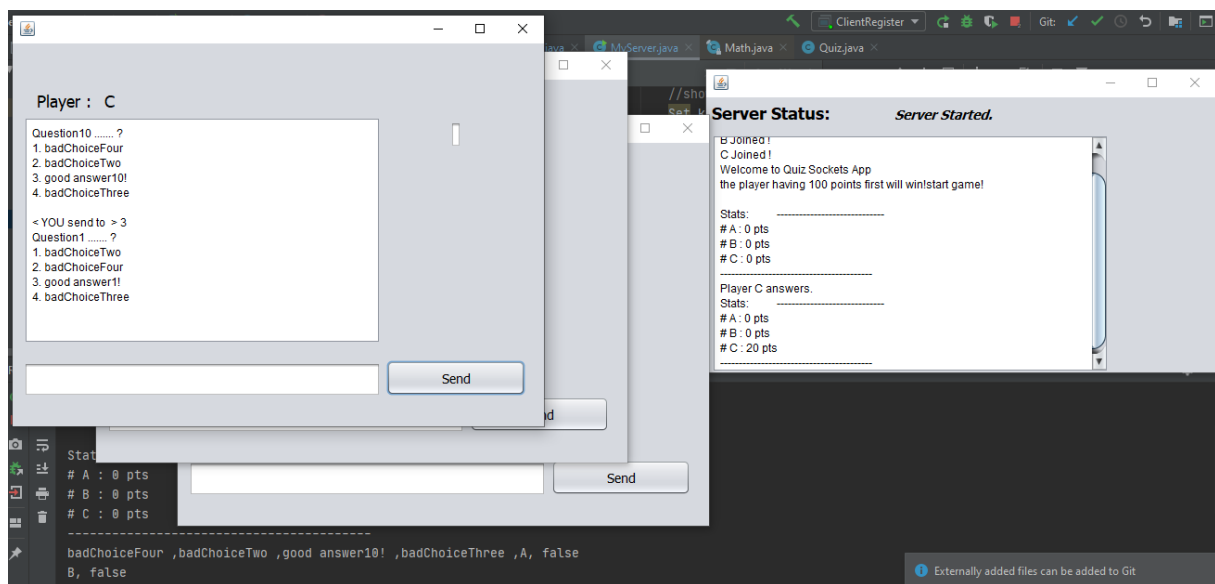
And presse connect button to connect the clients sockets with server socket

- Then in MyServer console enter f or h as text input for mode variable,

It will be all four windows(server window to show stats, and three clients windows for players to answering) :



When answering the stats in server window will be updated :



When meeting finishing condition (like one player have 100 points, he wins and game is over)

